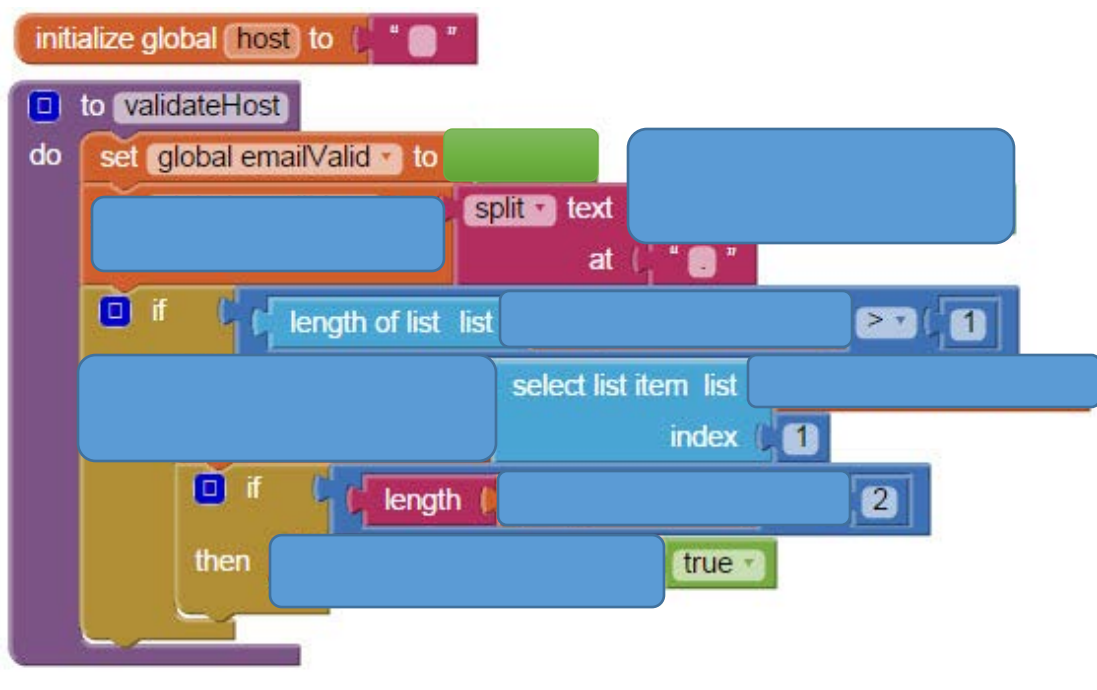


## Chapter 10 Exercises

1. Create an application that asks for a string of characters. Have a Button on the screen that will return the same string to a Label with all of the occurrences of the letter “t” in uppercase.
2. Create an application that asks for a string of characters. Have a Button on the screen that will return the last five characters of the string to a Label.
3. Create an application that asks for a first name. Have a Button on the screen that will then check the name entered. Prompt the user accordingly to a Label if the name is empty, too short (require two or more characters), or too long (don’t go over 15).
4. Store a list of usernames and passwords in a TinyDB. Create an application that requires a username and password.
  - a. Allow the usernames entered to have extra leading or trailing spaces and have them be case insensitive.
  - b. Make the passwords be case sensitive and do not allow for leading and/or trailing spaces.
  - c. Provide a Button as the event to check the login.
  - d. Prompt to the screen whether the login is successful or not. If the login is not successful, indicate whether it’s the username or password, or both, that is incorrect.
5. Store a list of names and birthdates to a TinyDB or list. Allow the user to search for a name and then extract and display their birth year only.
6. Add functionality to the Practice: Validating Email and Domain to validate that there is a host name provided between the @ symbol and the last dot. Ensure that the host name is at least three characters long.



```
when ButtonGo .Click
do
  call validateEmail
  if [ ]
  then
    call validate
    if [ ]
    then
      call
      if get global emailValid
      then "Thank you "
      else "Please enter a valid email "
    else "Please enter a valid email "
  else "Please enter a valid email "
```